Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD 10055667 Effective December 6, 2004 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE ___ SMALL ENTITY OR **TOTAL CLAIMS** RATE FEE RATE FEE 1395 OR BASIC FEE **FOR** BASIC FEE NUMBER EXTRA NUMBER FILED **TOTAL CHARGEABLE CLAIMS** minus 20= X\$25 x:50 OR INDEPENDENT CLAIMS minus 3 = x:200 x/00 OR **MULTIPLE DEPENDENT CLAIM PRESENT** 360. 90. OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY **SMALL ENTITY** (Column 1) (Column 2) (Column 3) OR CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL AFTER **PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus 0 X\$ 25 X\$ 50 OR Independent Minus X:200 ÒR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE RATE TIONAL **AFTER PREVIOUSLY EXTRA** AMENDMENT PAID FOR FEE FEE **Total** Minus X\$25 X\$ 50 OR Independent Minus = *** X/00 X 200 OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM 186 OR 360. TOTAL OR ADDIT FEE ADDIT, FEE

	·	(Column 1)		(Column 2)	(Column 3)
AMENDMENT C	, , , , , , , , , , , , , , , , , , ,	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
	Total	*	Minus	k/	=
	Independent	*	Minus	***	=
١٩	FIRST PRESENTATION OF MULTIPLE DEPENDENT OF AIM				

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

RATE TIONAL FEE FEE X\$ 50 X\$25 OR X200 ×/00 OR +/80 OR TOTAL TOTAL OR ADDIT. FEE

ADDI-

ADDI-

TIONAL

RATE

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

AMENDMENT A

0

AMENDMENT